

GAMEBOY ADVANCE

AGB-BLAE-USA

SCRABBLE[®]

CROSSWORD GAME

Blast!

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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GETTING STARTED

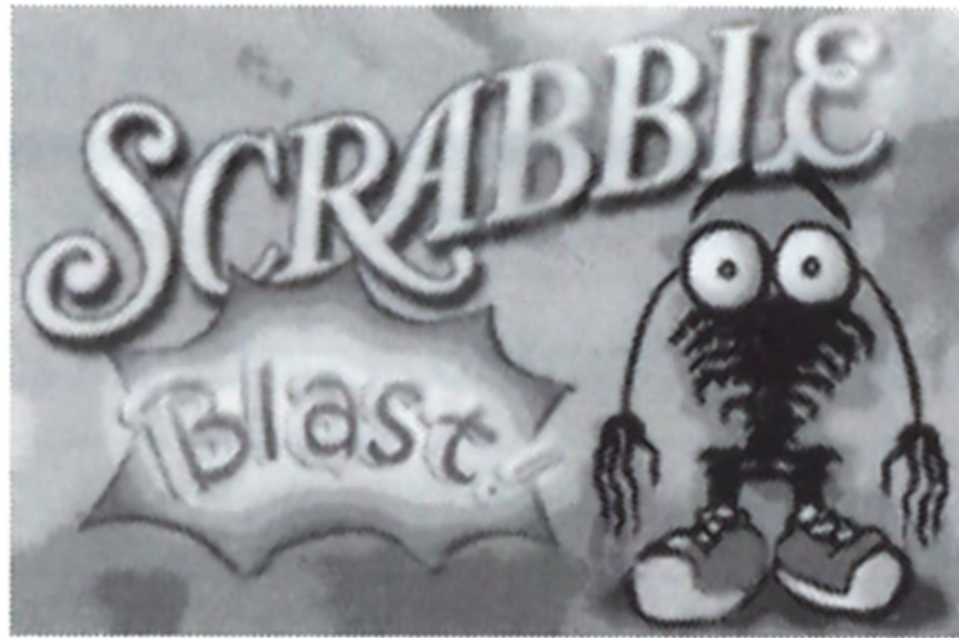
Correctly insert the Scrabble® Blast! Game Pak in your Game Boy® Advance system. Switch the Game Boy® Advance on.

WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

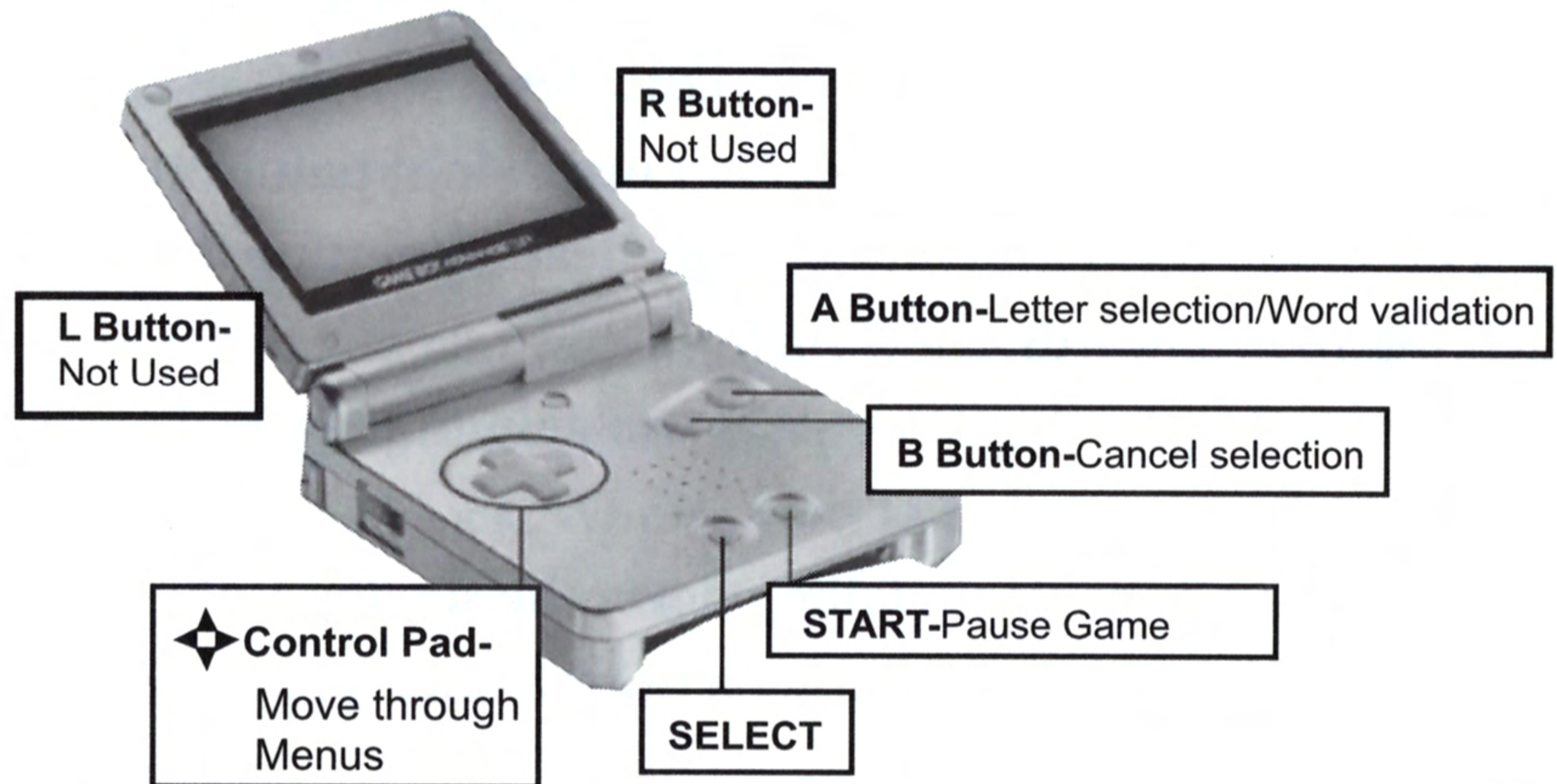
STARTING THE GAME

You will be brought to the Title and Main Menu screen. On the Main Menu screen, you can choose 1 or 2 player's game and access the options. 2 players can help or compete on one Game Boy® Advance system by selecting 2 PLAYERS WITHOUT GAME LINK mode.

Note: 2 PLAYERS WITH GAME LINK is available only when a Game Link® cable is detected.



GAME CONTROLS



MENU CONTROLS

+ Control Pad	Cycle through current selections
A Button (or START)	Select the currently highlighted selection
B Button	Go back to the previous screen

GAME MODES SELECTION

Classic: You have a choice of the number of tiles that will fall down the screen.

Take your time to find the best words and be sure to see if you can find a 7 letter one. See how many big words you can complete.

Points: To continue you have to get a set number of points within a time limit.

Words: This mode turns everything on its head by getting the maximum score with a limited number of words.

Survival: Is based upon the theory that you gain time by making words. When you run out of words, you run out of time.

Action-Puzzle: You have clocks falling down the screen. If they reach the bottom, it is the end of the game. If you make a word from a square that has a clock in the

background the clock disappears and the game continues.

Panic: Don't Panic! For 2 players (Game Link® cable needed to play), you get rid of the clock and pass it over to your companions screen before it gets to the bottom of your own. Passing the clock backwards and forwards is Scrabble Blast with a difference for you and a friend to enjoy.

Puzzle: Ten words in each level make up the score and each level gets harder as you progress. Each time a word is completed, all clocks showing fall a further block down the board. When any of the clocks hit the bottom line on the next word, the game will be over. Making words over a clock makes it disappear and covering multiple clocks not only makes them disappear but also gives you higher scores.

Action: Score as much as you can with as many words as you can. After 10 words, the level changes. At varied time intervals, depending on the level, all the clocks on the board fall down one block. When any of the clocks hit the bottom line on the next word, the game will be over. Making words over a clock makes it disappear and covering multiple clocks not only makes them disappear but also gives you higher scores.

Note: The game is scored according to the official rules of Scrabble. Words are scored according to the official tile values along with the official bonus square scoring convention.

OPTIONS

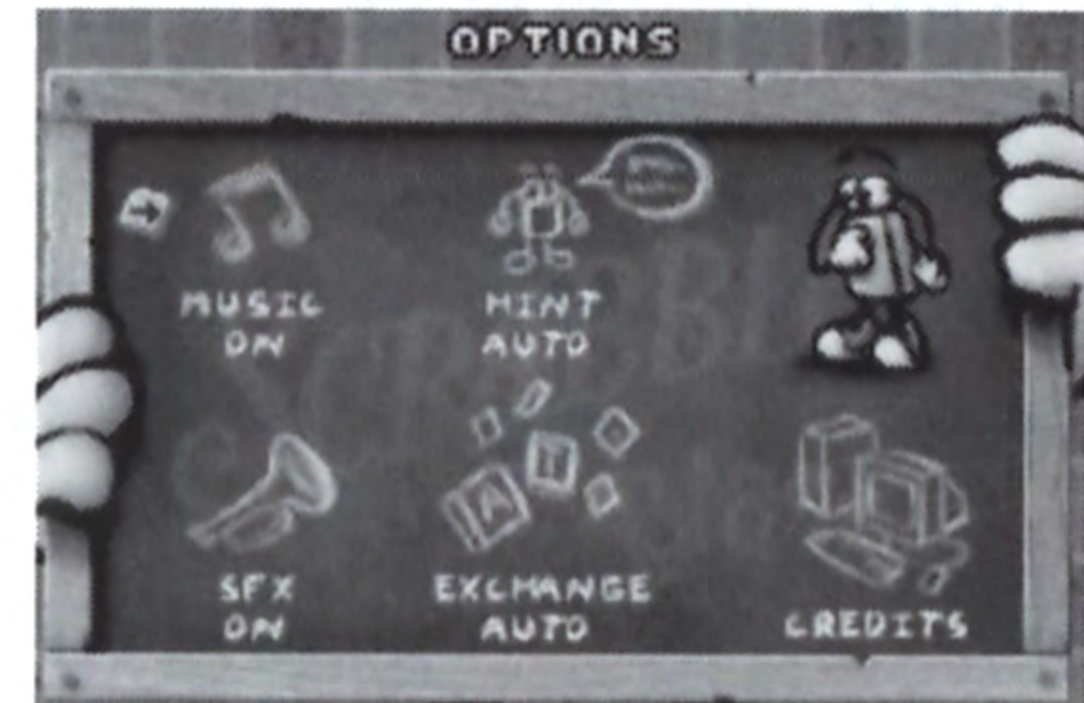
MUSIC: Play the game with or without music.

SFX: Play the game with or without sounds effects.

HINT: Play with or without hints.

EXCHANGE: Play with or without exchanges.

CREDITS: Display the names of the people who created this game.



THE GAME SCREEN DISPLAY

The playfield is on the right side of the screen.

On the left side, you will find the following information:

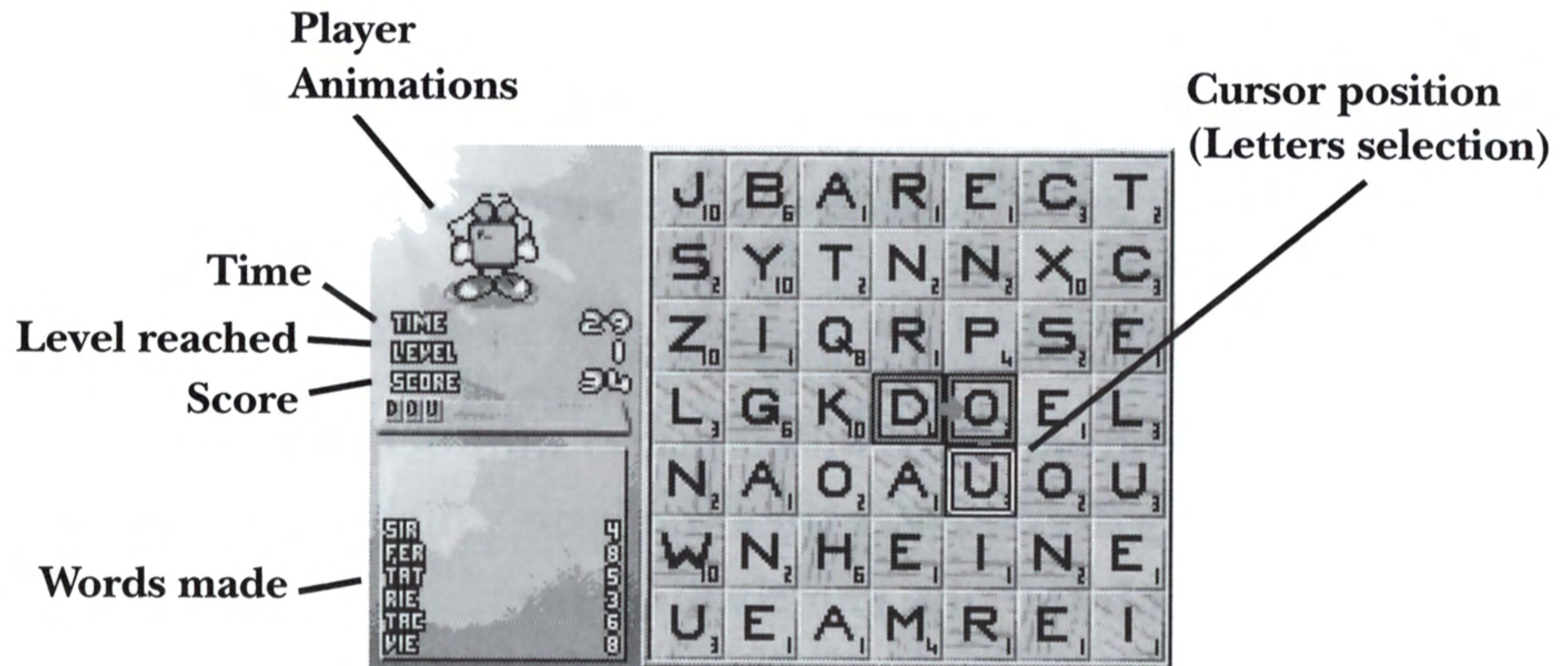


Level: Level reached.

Words: Words made during the current level.

Score: Current score.

Time: Lasting time (mode SURVIVAL).



HOW TO PLAY

The cursor can be freely moved over the playfield. A word can be created by selecting character by character. Choose a character and select it with

the A Button. Once a character has been selected, the sequential character must touch the first one (8 directions). When the player wishes to validate his created word, he must press the A Button a second time on the last character selected.

THE MODES

Classic: Clear the scrabble board to win. You have a choice at the start of the game of either 100, 200 or 300 characters in the Scrabble bag to play with and score as much as possible.

Points: Make a set score within a time limit.

Words: Make a maximum score with a preset number of words.

Survival: Making words increases the time limit which is always counting down. When the time limit hits 0, the game will be over.

Panic: (Multiplayer) Players must make words in order to make the clock on their screen disappear to the other players screen. They have to "pass the clock back" as soon as possible to the other player so as not to get caught. The game is set to randomly stop, and if you have the clock when the game finishes you loose.

MULTI-PLAYER MODE: (Panic Game option)

Multi-Player mode will allow you to play against any friend who owns their own copy of Scrabble Blast. To use multiplayer mode, the Game Boy® Advance systems must first be connected using a Game Boy® Advance Game Link® cable. Once this is done, select the Panic option from the choice of modes to play on the Main Menu on both Game Boy® Advance systems.

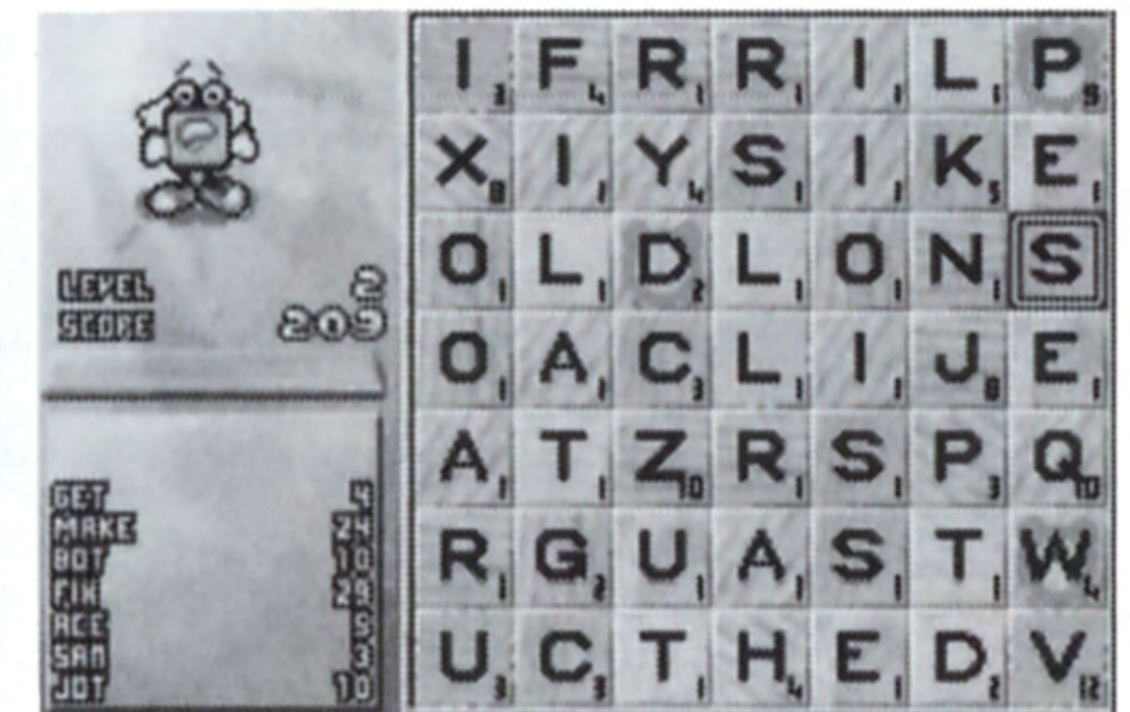
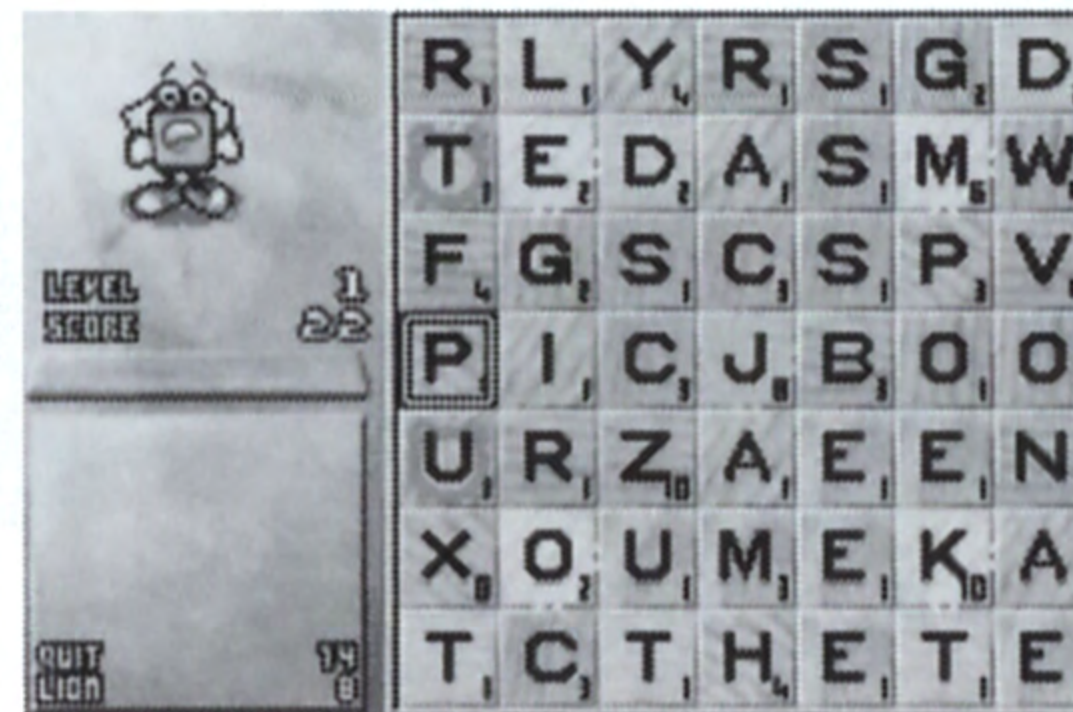
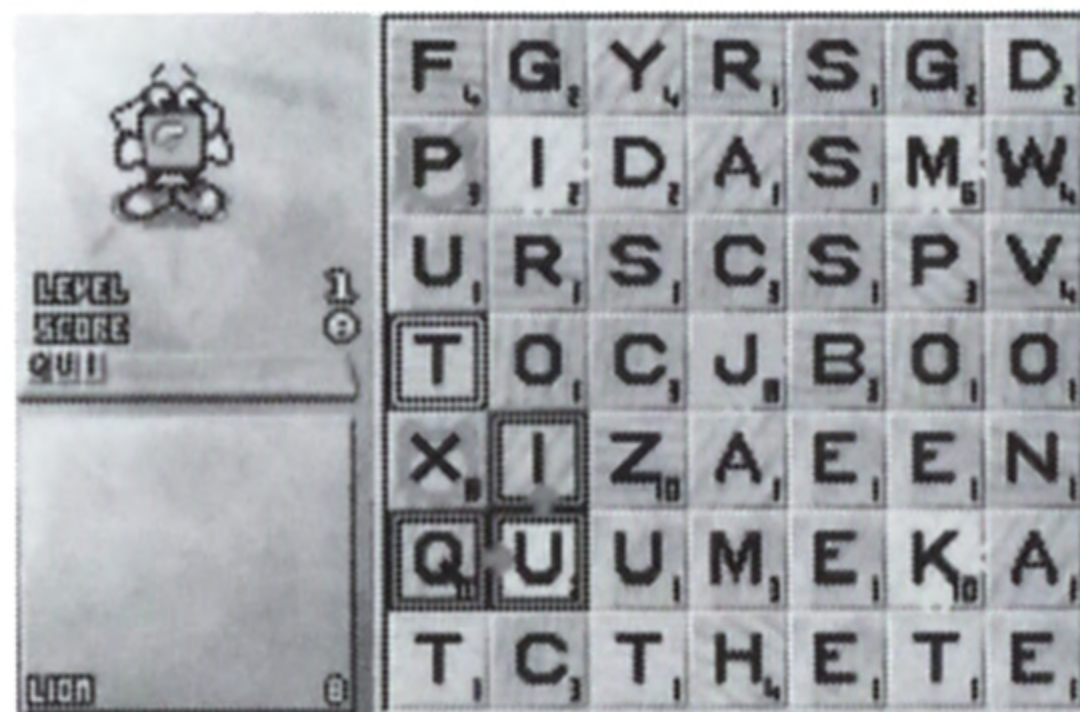
SCORING SYSTEM

Press Select at any time during the game to bring up the following rules. Press the A Button or the B Button to scroll through the pages.

1. The score value of each letter is indicated by a number at the bottom of the tile.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
3. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

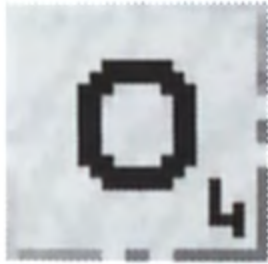
4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count).
5. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
6. For a Scrabble Blast special bonus, points are added on word size:
- a. 5 letter word = +2
 - b. 6 letter word = +5
 - c. 7 letter word = +10
 - d. 8 letter word = +25
 - e. 9 letter word = +50
 - f. 10 letter word = +75
7. PLUS The total is multiplied again when a Clock or a number of Clocks are used at the same time.

- a. 1 Clock x2
- b. 2 Clocks x3
- c. 3 Clocks x4
- d. 4 Clocks x5

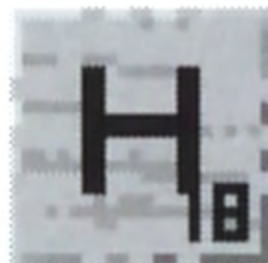


BONUSES

Use bonus cases to make valuable words:



Double character points.



Triple character points.



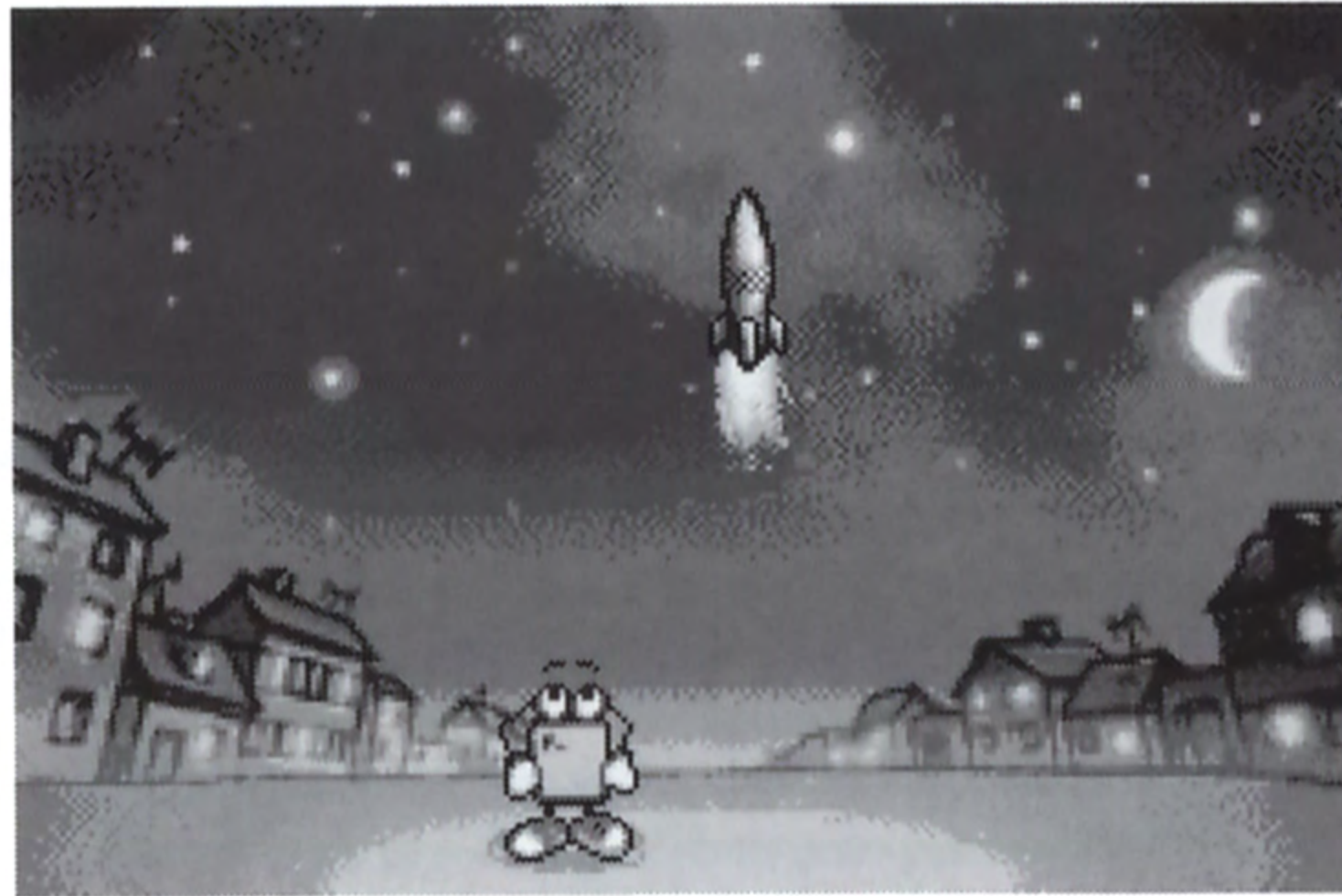
Double word points.



Triple word points.

END SEQUENCES

Hint: Don't use HINTS or EXCHANGE!!!



CREDITS

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